BBC

FREE DALEK PATROL!

DOCTOR WHO ADVENTURES

ISSUE 3

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POSTERS ◎ COMICS ◎ PUZZLES

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DOCTOR WHO ADVENTURES

WHAT'S INSIDE!

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UK EDITION ISSN: 1758-1737
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ISSUE 03
ALL NEW UPGRADE!

DEAR READERS,

I don't know why I keep visiting the Moon. Nothing good ever happens when I go there. I'm sitting in a greasy spoon cafe called 'The Delightful Cafe' on the dark side of the Moon in the middle of the 22nd Century and I have to tell you it is anything but delightful. There's a strong smell of feet, and I don't think it's coming from Clara, and I know it's not coming from me. The service stinks too. I've been waiting for ages for a cup of tea and I'm so bored I've decided to pass the time writing this letter to you (and you all know how much I hate writing letters).

I would get up and leave, but Clara is teaching Jane Eyre by Charlotte Bronte to her class this term, and I told her how much all the Bronte Sisters loved the Chocolate Moon Pie they make in this place. Clara being Clara decided she had to taste it for herself, so here we are, waiting for them to make it. Ah well, I suppose we deserve a rest after recent events. Earlier this afternoon I was taken prisoner and shoved in a bottle and Clara had to do her best to stop London from going up in flames all around her. You can read all about it in this issue's story.

There's mountains of gold hidden in this issue, not real gold of course, (that would be impossible without Time Lord technology) but metaphorical gold. And if you don't know what a metaphor is, look it up in the dictionary. Yes, Strax will be showing you some of the best and worst places in the galaxy, Clara will be showing you how to make something weird and wonderful and then I join the Paternoster Gang in Victorian London as they attempt to guard the Crown Jewels.

Ah, at last, the Moon Pie has arrived. I'd better sign off before Clara eats it all. Oh, too late. It's all gone and now she's ordering seconds. We'll never get out of here!

Happy times and places! *The Doctor*

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U.N.I.T COMMAND CENTRE

ALERT • ALERT • ALERT • ALERT • ALERT • ALERT • ALERT

LONDON IN FLAMES

Fires are raging across the city of London. Although reports remain unconfirmed it is rumoured that a being of alien origin is the cause of the fire storm which is centred around Shoreditch in the East End of the city. UNIT advises seeking the advice of the man known as the Doctor, but so far any attempts to trace him have been unsuccessful. UNITforces are now on their way to help the Emergency Services deal with the situation.

FULL REPORT ON PAGE 5

WARNING!

FIND THE RED LEECHES

Five extremely rare and dangerous prehistoric red leeches have escaped from our research laboratories and are believed to be hiding in the pages of this magazine. Can you find them all?

CODE BREAKERS

A	B	C	D	E	F	G	H	I	J	K	L	M
26	25	24	23	22	21	20	19	18	17	16	15	14

N	O	P	Q	R	S	T	U	V	W	X	Y	Z
13	12	11	10	09	08	07	06	05	04	03	02	01

UNIT analysts have cracked a simple number code from beyond our dimension. It is believed to come from the Boneless or Killer Grafitti. More details of this race can be viewed in the Doctor Who Adventure, Flatline. We have located three fragments of a coded message in the pages of this magazine. Use the key above to decode the fragments and put them all together. You will find the answer on page 34.

CODE 1

BONELESS CODE

04 22 04 18 15 15 09 22 07 06 09 13

BBC
DOCTOR WHO
ADVENTURES
NO! NO! NO! WE CAN'T MOVE BACKWARDS OR FORWARDS OR EVEN SIDEWAYS! WE'RE TRAPPED!
KLANG!
KLANG!
KLANG!
BWA-HA-HA-HA-HAAAA!
DOCTOR IN A BOTTLE
SCRIPT: JASON QUINN ART: RUSS LEACH COLOUR: JOHN BURNS LETTERS: CAROLINE DUNK

TWELVE MINUTES EARLIER...
OH, I KNOW SOMEONE WHO WOULD LOVE THIS.
EXCUSE ME, HOW MUCH IS THIS, PLEASE?
THAT OLD THING? IT'S BEEN CLUTTERING UP THE SHOP FOR YEARS. IF YOU WANT IT, IT'S YOURS.
ERR... THANKS. MY FRIEND IS GOING TO LOVE IT.
I DO HOPE SO, MY DEAR.

HOW WEIRD IS THAT? IT FEELS LIKE THERE'S SOMETHING MOVING INSIDE THE BOTTLE.
I THINK THERE'S SOMETHING INSIDE.
OKAY, SO DEFINITELY NOT EXPECTING THAT TO HAPPEN. WHAT ARE YOU? A GENIE? DO I GET THREE WISHES?
I AM THE DJINX, AND FOR GIVING ME FREEDOM, YOU GET TO LIVE, WHILE HE WHO IMPRISONED ME SHALL TAKE MY PLACE!

CONTINUED ON PAGE 22

COMPETITION

WIN!

www.underground-toys.com

BBC DOCTOR WHO

THE DOCTOR WHO MINI-TALKING SOFT TOY CLIP-ON COLLECTION IS UP FOR GRABS

We've teamed up with our friends at Underground Toys to offer you the chance to win one of these cool 4"soft clip-on talking toys. One lucky winner will win a collection of four toys, including two Daleks, a Cyberman and the TARDIS. Twelve runners up will each win one of these ultra-cool gifts! For your chance to win just answer the following question:

BBC logo © BBC 1996. Doctor Who logo © 2009. Dalek image © BBC/Terry Nation 1963. Cyberman image © BBC/Kit Pedler/ Gerry Davis 1966. Licensed by BBC WW Ltd.

Just push the toys to hear them talk! Some of the Doctor Who range are also available in 9" Medium and the 15" Deluxe sizes! For more details check out the Underground web-site.
www.underground-toys.com

HOW TO ENTER

Q: Who created the Daleks?

A. STAVROS
B. DAVROS
C. ARGOS

Send your answer to us via email to:
dwa@panini.co.uk
Write TALKING TOY COMPETITION in the subject bar of your email. Make sure you tell us your name, age and address in your email! The first correct answer drawn after the closing date will win the first prize. 12 runners-up will each win one mini-talking clip-on soft toy.

COMPETITION RULES: See above for how to enter by email. The promoter is Panini UK Ltd. Brockbourne House, 77 Mount Ephraim, Tunbridge Wells TN4 8BS. Make sure we have your entry before **11.59pm on 21st July, 2015**. 1. You can enter if you live in England, Scotland, Wales, Northern Ireland or the Channel Islands, unless someone in your house is employed by any participating company. 2. This competition follows the BBC Code of Conduct for competitions - you can read this at www.bbc.co.uk/competitioncode. 3. By entering this competition, you promise to us that you have read these rules and that you will follow them. 4. We can't allow entries which arrive too late and we can't accept responsibility if your entry is lost. 5. We will choose the winners at random from all the correct answers we receive. 6. One entry per household. We don't allow bulk entries or entries made by other people on your behalf. We will disqualify all entries which break this rule. 7. If you win, you will receive the prize described. We won't swap the prize for cash. If there is ever a reason why we can't give you exactly the same prize, we will give you something just as good or even better instead. 8. Winners will be contacted within 28 days of the competition closing date, either by post or email. Prize fulfilment will be within 28 days from the date we receive the winners' address details. 9. If we contact you to tell you you're a winner, but you don't reply within a month, we may have to offer the prize to a runner-up, or give it away in a future competition. **Your details**: We will use your name, address, and any other details that you give us to run this competition. If you win, we will pass them to the person who is providing the prize so that they can post it to you, and we may use your first name and county in the magazine, but we won't provide them to anyone else without your permission. You can find out the winners' first names and county once the competition is over by sending a stamped address envelope to Competition Rules, ATTN., Doctor Who Adventures, Panini UK Ltd., Brockbourne House, 77 Mount Ephraim, Tunbridge Wells, TN4 8BS.

CLOSING DATE: 21st JULY 2015

ACCESS TARDIS DATA

FRIEND OR FOE? THE OOD

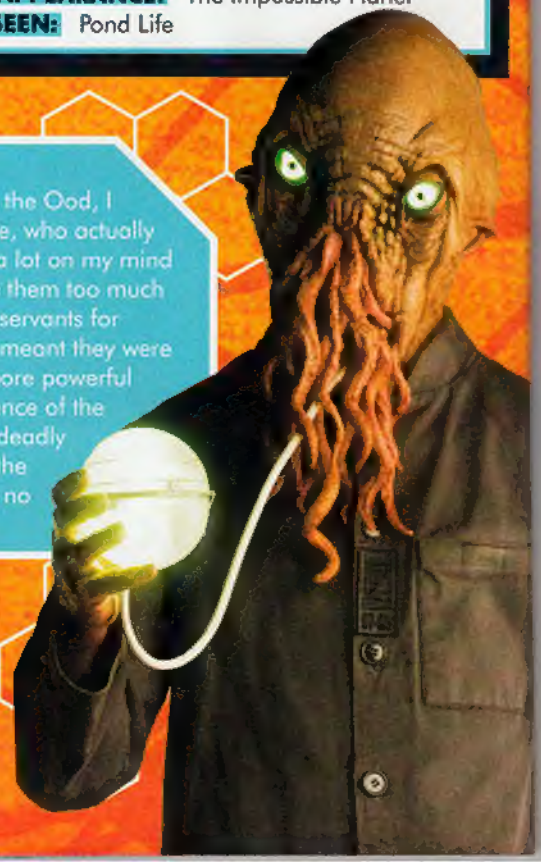
You would think it would be impossible to surprise a Time Lord, but you'd be wrong. I'm constantly being surprised and the Ood never fail to surprise me in one way or another...

The Ood are one of the gentlest races in the universe but when they fall under the influence of evil they can become monsters.

SPECIES: The Ood a.k.a. the Oodkind
HOMEWORLD: The Ood Sphere
NOTES OF INTEREST: The Ood are connected to a hive brain. Each individual also posesses two brains. They communicate via telepathy.
FIRST APPEARANCE: The Impossible Planet
LAST SEEN: Pond Life

FIRST IMPRESSIONS

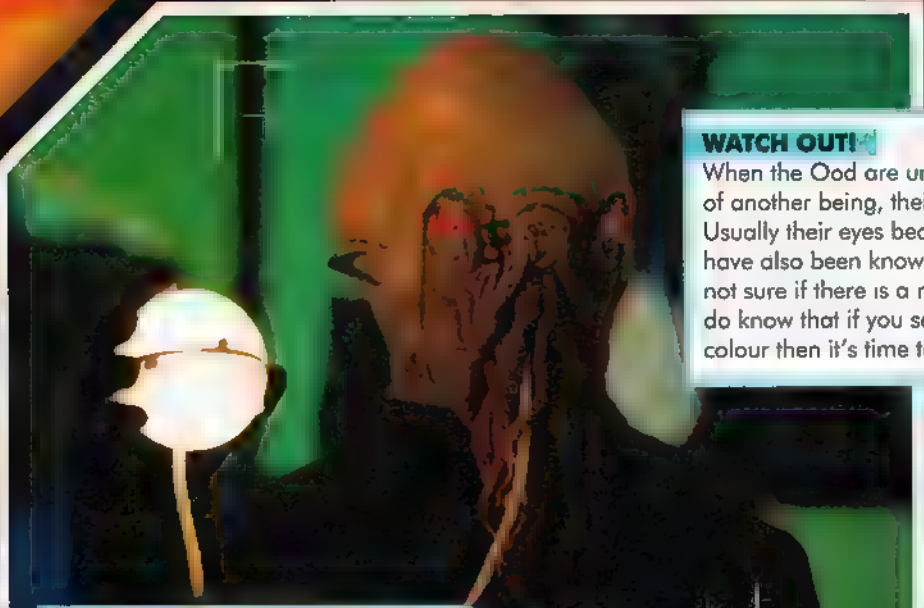
The first time I ever came across the Ood, I believed they were a servant race, who actually lived to serve. In fairness, I had a lot on my mind on that occasion, so I didn't give them too much thought. The Ood were used as servants for humans but their mild telepathy meant they were susceptible to mind control by more powerful telepaths. When under the influence of the Beast, they became vicious and deadly enemies. At the time, I believed the orb they held in their hands was no more than a translation sphere.



THE TERRIBLE TRUTH

It wasn't until my second encounter with the Ood, on their homeworld, the Ood Sphere, that I discovered the terrible truth about what mankind had done to this gentle race. By the year 4126, Ood Operations were farming Ood out across the universe as servants for humans. We discovered that the Ood's hind brains had been surgically removed and replaced with translation spheres, and that the giant 'hive brain' of the Ood was being kept prisoner, its telepathic powers dampened by an electronic forcefield.

FREEDOM



WATCH OUT!

When the Ood are under the telepathic control of another being, their eyes change colour. Usually their eyes become red, although they have also been known to change to green. I'm not sure if there is a reason behind this but I do know that if you see an Ood's eyes change colour then it's time to run as fast as you can.

LONG LIFE

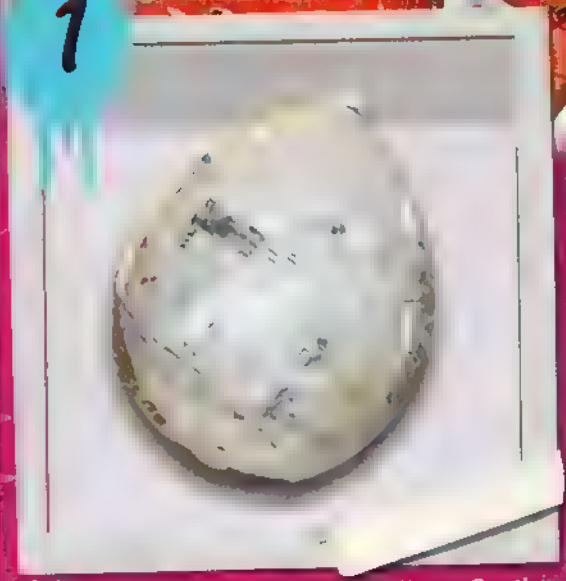
While much about the Ood is still a mystery, they do seem to have a long life span. Well, short by Time Lord standards, but longer than your average human. My friend Ood Sigma is way over 100 years old.

CLARA'S CRAFT S

OOD PARTY PIÑATA

Not a lot of people know this about the Ood, but they really know how to party! You can make your party go with a bang too, with this fun to make Ood piñata!

1



Let's start by blowing up your balloon. Gently tape the balloon knot facing down into a mug to support it while you work. Then cover the balloon in 2 layers of papier mâché and leave to dry for a day or two.

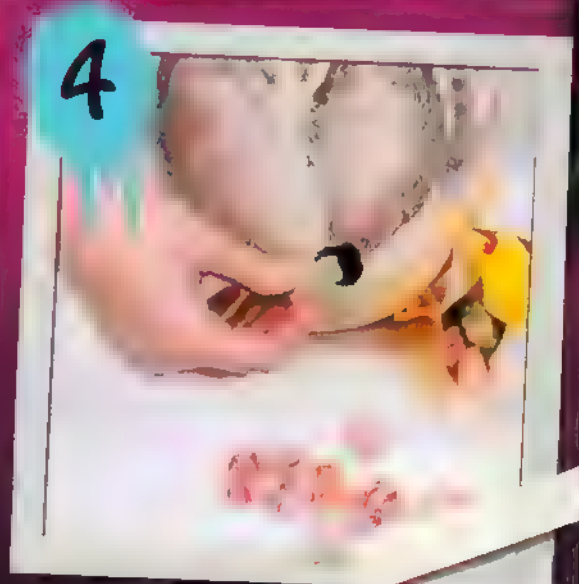
2

Pop the balloon and remove it from the shell. Get a grown up to pierce a hole in the top. Thread a string through and then attach a small piece of card as shown to help the piñata stay up when it is being hit during your party.

3

Put your shell in the mug and paint. You could try using a kitchen sponge to cover larger areas and add depth with brown and black paint. When the paint is dry, add key features like the eyes. Use a soft pencil to add finer details.

4



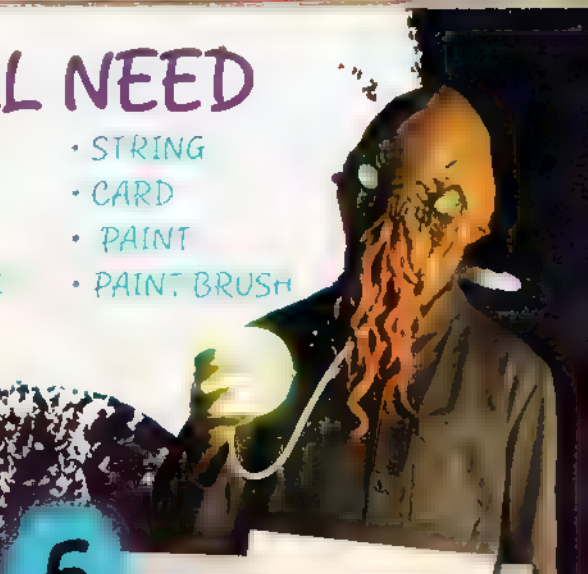
Fill your piñata with your favourite sweets (the Doctor usually insists on jelly babies, but I prefer jelly beans) and then tape a piece of paper over the hole at the bottom to stop them from falling out all over the floor.

Craft organised by Angela Hoff

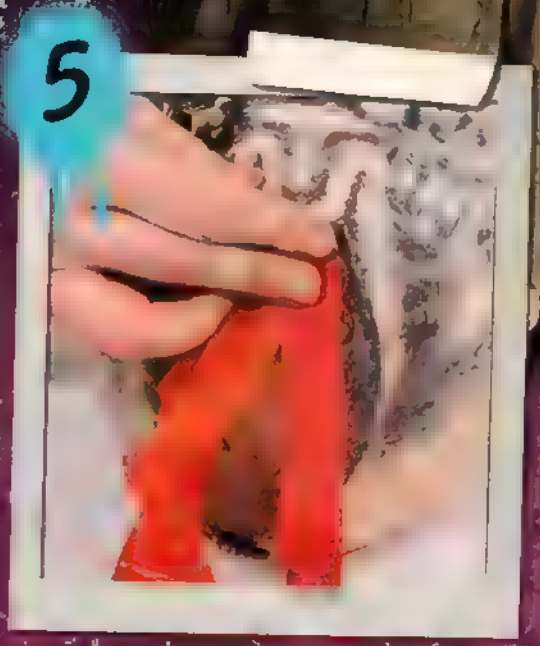
TUDIO

YOU WILL NEED

- A BALLOON
- NEWSPAPER
- PVA GLUE
- RED TISSUE PAPER
- STRING
- CARD
- PAINT
- PAINT BRUSH

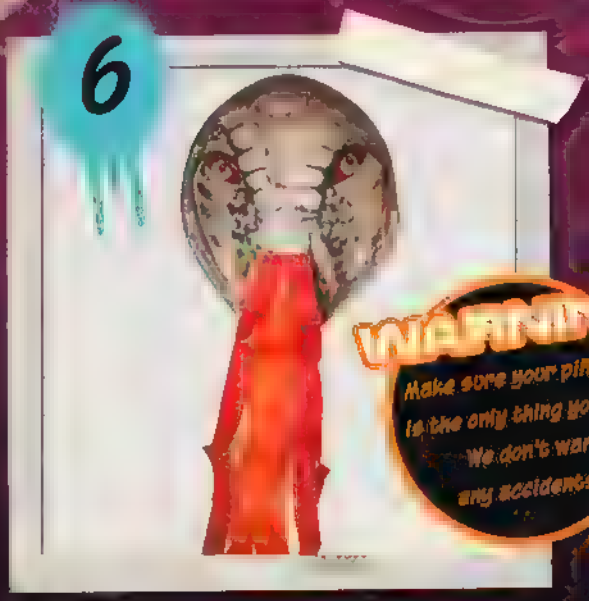


5



Now cut plenty of strips of red tissue paper to make the Cod 'fronds'. You can use two shades of tissue paper for a more realistic effect. When you have enough, glue them into place.

6



WARNING

Make sure your piñata is the only thing you hit. We don't want any accidents!

Hang your piñata in a clear area so that nothing will get damaged when you and your friends take it in turns to whack it with a rolled up newspaper! Keep on hitting it until the sweets come out!

ALIEN ARCHIVE

Name:

CLOCKWORK DROIDS

TYPE:
Robot
APPEARANCE:
Humanoid
MAIN USAGE:
Repair droids
CREATED BY:
Humans

CLASSIFICATION:
Highly dangerous and unstable.
ORIGIN:
These droids come from the 51st Century spaceship SS Madame de Pompadour and its sister ship SS Marie Antoinette.

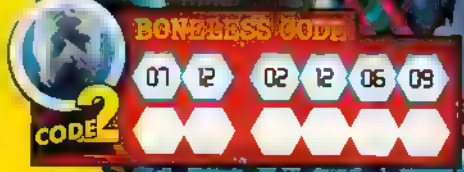
CHARACTERISTICS:
Programmed to repair their ship, these droids will use anything, even human organs to perform their duty.

SPARE PARTS:
When the Doctor encountered them in 19th Century London, the droids were replacing their own worn out parts with human body parts.

FIRST SIGHTING:
18th Century France. Later seen in 19th Century London.

CURRENT WHEREABOUTS:
Believed destroyed but there could be more out there in space.

Here is the second fragment of the coded message sent by the Boneless a.k.a Killer Graffiti. Use the key on page 4 to decode the message and look out for the final fragment later in this issue.



File: 003/003c	**Danger level:** High
Type: Class A	**F.A.O.:** All personnel

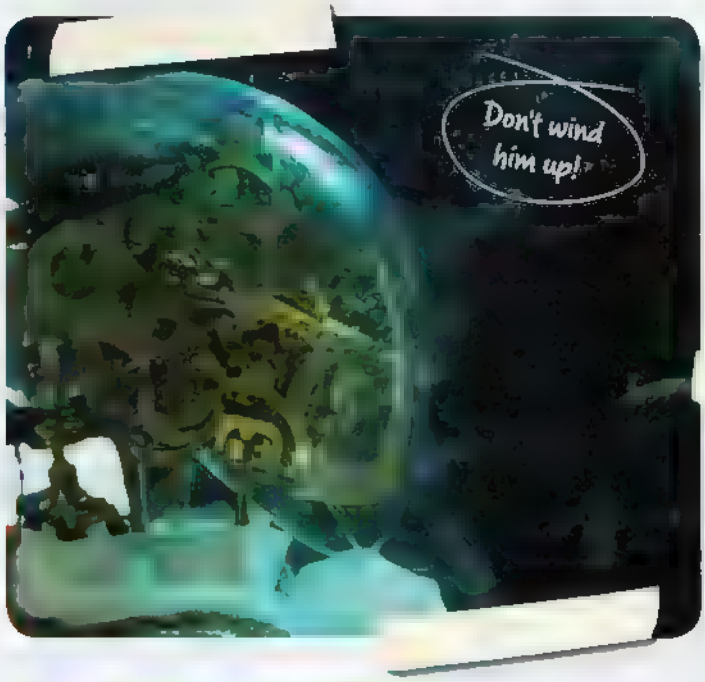
The SS Madame de Pompadour

Advanced programming:

These highly advanced clockwork androids take their programming seriously. When the ship SS Madame de Pompadour broke down they were determined to repair the ship even if it meant using the human crew as spare parts to keep it running.

Final Destination:

The Doctor encountered the clockwork droids from the SS Marie Antoinette in 19th Century London. They wanted to repair their ship and head to a place known as The Promised Land.


Don't wind him up!

Robot cousins:

The robots encountered by the Doctor in Sherwood Forest were also heading to a place known as the Promised Land, but these robots were more sophisticated than their clockwork cousins.

WARNING!

There is no way of telling when Earth may see more of these androids. Report any sightings to UNIT HQ. Immediately.

INITIATE PUZZLE SEQUENCE

TWISTED CONUNDRUM

While the Doctor tries to escape from the Djinx, it is up to you to save planet Earth from the latest Cyberman invasion! Good luck, we are counting on you!

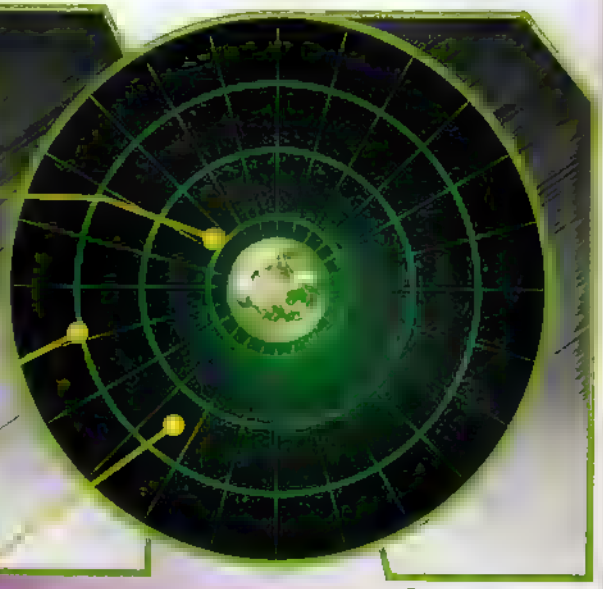
CYBER ATTACK

Three Cybermen war-ships have entered Earth's atmosphere. Which one will reach UNIT HQ first? Observe the speed and distance to calculate your answer...

CYBER SQUAD ALPHA
SPEED: 250 KPH
DISTANCE: 15 KM

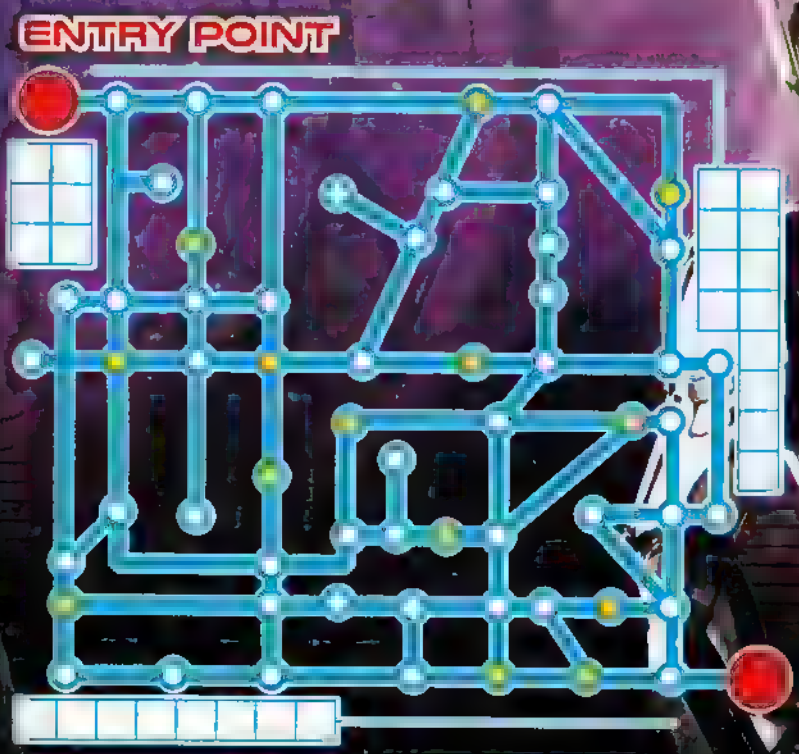
CYBER SQUAD BETA
SPEED: 2000 KPH
DISTANCE: 10 KM

CYBER SQUAD OMEGA
SPEED: 1000 KPH
DISTANCE: 8 KM



CIRCUIT BREAKER

The Cybermen have planted a conversion device in UNIT HQ. Kate Stewart needs you to deactivate it by following the circuit from the entry point to the disarm button. Make sure you avoid the yellow self-destruct triggers embedded in the circuit board.



UPGRADE YOUR INTEL

To defeat the Cybermen you will need to find all these Cyber-related words hidden in the grid. The words can appear vertically, horizontally and diagonally.

C	Y	B	E	R	M	A	T	H	T
O	Y	A	U	P	G	R	A	D	E
R	K	B	S	I	L	V	E	R	C
E	M	D	E	L	E	T	E	P	H
C	Y	B	O	R	G	I	T	E	N
T	E	L	O	S	M	S	U	L	O
E	S	U	P	E	R	I	O	R	L
M	O	N	D	A	S	O	T	D	O
I	N	T	E	R	F	A	C	E	G
M	A	C	H	I	N	E	R	N	Y

MONDAS, SUPERIOR, INTERFACE, TELOS, DELETE, CYBERMITE, UPGRADE, TECHNOLOGY, MACHINE, SILVER, CORE, CYBERMAT, CYBORG

DOWNGRADED

You have uploaded a virus into the Cybermen command ship which is causing them to change. Can you spot six differences between these two Cybermen?

TOO MANY CLARAS

The Cybermen have created five replicas of Clara, but they all have small imperfections. Take a close look at her ID photo and find the exact match.

BOTTLED TROUBLE

[illegible] were left behind by the Cybermen. One [illegible] contains another Djinx, just like the one that [illegible] the Doctor so much trouble. Look at the [illegible] and work out which bottle contains the Djinx.

1. The purple bottle contains engine oil.
2. The bottle furthest from the purple bottle is empty.
3. The bottle between the red and blue bottle contains water.
4. The red bottle contains sand from Mars.

WARNING: DO NOT OPEN BOTTLE

ANSWERS ON PAGE 34

BBC
DOCTOR WHO
ADVENTURES
POSTER

Ghost
Rider

STRAX'S GUIDE TO THE GALAXY

Pay attention, human vermin, while I attempt to educate your pitifully tiny brains and introduce you to some of the worlds that are just waiting to be conquered by the invincible forces of Sontar!

GALLIFREY

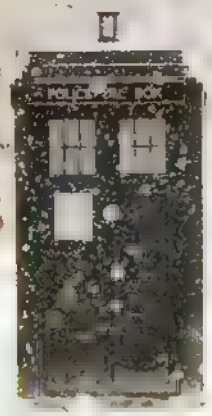
Gallifrey is home to the so-called Time Lords, a big-headed race of aliens who believe they are the masters of time. Of course, we Sontarans are much more sophisticated when it comes to time travel. If they are Time Lords, then we are Time Kings. Coming from Sontar, where we are famed for military prowess, it seems pitiful that Gallifrey is famous for its orange skies and red grass. Perhaps it is just as well that its current location is unknown as I am sure it would be a big disappointment.

DANGER RATING:
NATURAL BEAUTY:
PLACE OF INTEREST:

DEMONS RUN

They say that 'demons run when a good man goes to war' but we Sontarans never run, unless it is headlong into battle. This asteroid was home to the Headless Monks and was the place where I first met Madame Vastra and Jenny. It was also the scene of a glorious battle, in which I was severely wounded while leading the Doctor and his friends into action. There is not much to see on this asteroid but it does make a fine location for a military command centre.

DANGER RATING:
NATURAL BEAUTY:
PLACE OF INTEREST:



THE OOD-SPHERE

The Ood-Sphere is a place we Sontarans have long ignored. The weather is appalling and the food is even worse. I have heard that Ood civilisation is highly advanced but I would take that with a pinch of salt and vinegar if I were you. There are no gymnasiums on the Ood-Sphere which makes it difficult to keep yourself in tip-top fighting condition, especially seeing as how the locals are so peace-loving that they cannot be provoked into battle no matter how hard you try. Give this place a miss unless you love skiing and cabbage.

DANGER RATING:
NATURAL BEAUTY:
PLACE OF INTEREST:

WARNING! Be sure to bring plenty of warm clothing and a thermos flask when you visit the Ood-Sphere!

TITAN III

Thinking I was going to visit Titan, Saturn's largest moon, I was upset to find myself on Titan III, an uninhabited asteroid with high radiation levels, short days and no people to conquer. The lesson I learned from this is never visit places with numbers after their name, they will never be as good as the original (not that Titan itself is anything to write home about either).

DANGER RATING:
NATURAL BEAUTY:
PLACE OF INTEREST:

CONTINUED FROM PAGE 8

CLARA! I CAN'T HELP YOU, I'M TRAPPED AND THE TARDIS LIFE SUPPORT SYSTEMS ARE FAILING FAST.
YOU HAVE TO STOP THE DJINX OR EARTH IS DOOMED... AND SO AM I.
BUT HOW? HOW AM I SUPPOSED TO STOP A GIANT FIRE MONSTER?
OH, COME ON, CLARA, USE YOUR COMMON SENSE. IT'S OBVIOUS!
I'M NOT IN SCHOOL! THIS ISN'T A TEST! JUST TELL ME WHAT TO DO!
No Signal
RIGHT, THINK, CLARA, THINK!

OF COURSE, FIGHT FIRE WITH WATER!
GO ON, BOYS, GIVE HIM A GOOD SOAKING!
FIRE
WHAT DID YOU THINK WE WERE GOING TO DO, LOVE, ASK HIM HOME FOR TEA?
LET HIM HAVE IT, FELLAS!
SPLOOOOSH!
BWA-HA-HAAAAA! YOUR WATER TURNS TO BURNING STEAM! RUN FOR YOUR LIVES!
HIIIISSSSSSSS!
SO, WATER WASN'T SUCH A GREAT IDEA...
LEG IT, QUICK AS YOU CAN!
I KNOW YOU CAN FIGHT FIRE BY REMOVING THE THREE THINGS IT NEEDS... HEAT, FUEL AND OXYGEN... NOT MUCH USE TO ME OUT HERE IN SHOREDITCH!
BLEEEP!

The Doctor
Fight fire with fire
THE DOCTOR'S LOST IT, THIS TIME. IF I FIGHT FIRE WITH FIRE, I'LL END UP BURNING DOWN ALL OF LONDON!
BLEEP!
The Doctor
Not that kind of fire. Numbskull
The fire u use in the classroom
The fire of passion!!!:)
NO! THAT BEHAVIOUR IS UNACCEPTABLE! IT'S WRONG!
WRONG?
YOU DO NOT BULLY PEOPLE LIKE THAT! IT'S BANG OUT OF ORDER!
STOP SHOUTING! NO ONE SHOUTS AT THE DJINX!

CRA-ACKK!
VWOOOORRRP!
VWOOOORRRP!
NO! NOT THE MAN IN THE BLUE BOX!
WELL DONE, CLARA. BULLIES LIKE HIM AREN'T USED TO BEING SPOKEN BACK TO. HE WAS SO CONFUSED HE STOPPED THINKING ABOUT KEEPING ME STUCK IN THAT BOTTLE!
WHAT DID YOU DO TO HIM?
...can't breathe... can't...
I SET UP A VACUUM OVER HIM. DEPRIVED HIM OF FUEL, HEAT AND OXYGEN. DON'T WORRY. HE'LL WAKE UP SOON, SO I BETTER MAKE HIM HARMLESS AGAIN.
THIS TIME, I'M KEEPING THE BOTTLE SECURE IN THE TARDIS. HE'S NEVER GETTING FREE AGAIN.
THE END!

NEW RELEASE

5 CLUEDO DOCTOR WHO THE HUNT FOR GALLIFREY GAMES UP FOR GRABS!

CLUEDO
The Classic Mystery Game

The Doctor's arch-enemy Missy escaped from Gallifrey when the Doctor freed the planet from the Time War in the Day of the Doctor. Now, only she knows its true location. But as she watched the Doctor and Clara on their adventures through season 8, she left a vital clue to its whereabouts somewhere in space and time and one of the Doctor's enemies has found it. Can you figure out what the clue is, where she left it and who holds the key to locating Gallifrey, in order to send the Doctor home?

Cluedo, the classic mystery game has just got more mysterious than ever with the brand new release of Cluedo Doctor Who, The Hunt For Gallifrey and 5 lucky readers will each win one of these incredible games! For your chance to win, just answer the following question

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WIN!

HOW TO ENTER

Q: What did Missy used to be called?

A. THE MISTRESS B. THE MONSTER

C. THE MASTER

Send your answer to us via email to: **dwa@panini.co.uk** Write CLUEDO COMPETITION in the subject bar of your email. Make sure you tell us your name, age and address in your email! The first 5 correct answers drawn after the closing date will win a game.

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COMPETITION RULES See above for how to enter by email The promoter is Panini UK Ltd. Brockbourne House, 77 Mount Ephraim, Tunbridge Wells TN4 8BS. Make sure we have your entry before **11.59pm on 21st July, 2015** You can enter if you live in England, Scotland, Wales, Northern Ireland or the Channel Islands, unless someone in your house is employed by Panini UK Ltd. or Winning Moves 2 This competition follows the BBC Code of Conduct for competitions - you can read this at www.bbc.co.uk/competitioncode. 3. By entering this competition, you promise to us that you have read these rules and that you will follow them. 4 We can't allow entries which arrive too late and we can't accept responsibility if your entry is lost. 5. We will choose the winners at random from all the correct answers we receive 6. One entry per household. We don't allow bulk entries or entries made by other people on your behalf We will disqualify all entries which break this rule 7 If you win, you will receive the prize described. We won't swap the prize for cash. If there is ever a reason why we can't give you exactly the same prize, we will give you something just as good or even better instead. 8. Winners will be contacted within 28 days of the competition closing date, either by post or email. Prize fulfillment will be within 28 days from the date we receive the winners address details. 9. If we contact you to tell you you're a winner but you don't reply within a month, we may have to offer the prize to a runner-up, or give it away in a future competition. **Your details** We will use your name, address, and any other details that you give us to run this competition. If you win, we will pass them to the person who is providing the prize so that they can post it to you, and we may use your first name and county in the magazine, but we won't provide them to anyone else without your permission. You can find out the winners first names and county once the competition is over by sending a stamped address envelope to Competition Rules, ATTN. Doctor Who Adventures, Panini UK Ltd. Brockbourne House, 77 Mount Ephraim, Tunbridge Wells, TN4 8BS.

CLOSING DATE: 21st JULY 2015

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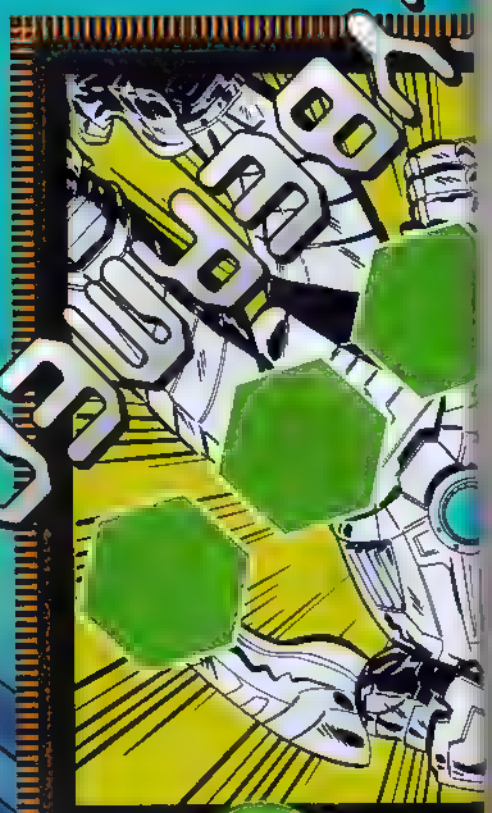
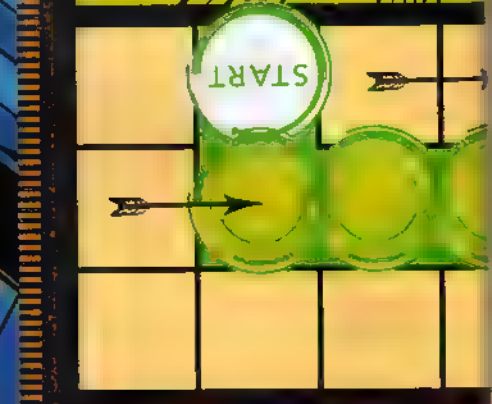
WINNING MOVES

LOST in the TARDIS

A patrol of Daleks, Cybermen, Zygons and Sontarans are lost in the TARDIS. Which patrol will get to the console room first?





HOW TO PLAY:

[illegible] Set off [illegible] and place [illegible] their starting corner. Each player takes it [illegible] turns to roll the [illegible] roller [illegible] to move your piece around the board [illegible] get to the centre. If you land on a square occupied by another player, [illegible] the player [illegible] back to the start. The first player to get all [illegible] to the centre is the winner!

START
HOME
HOME
HOME
HOME
START
START

MONSTER CLASH

It's the Sontaran Empire against the might of the Cybermen in one universe shaking battle! Just put a tick next to who you think would win in each category and then add up the total to find the ultimate winner!

MILITARY TRAINING

SONTARANS: Sontarans are trained from birth in all aspects of military warfare.

CYBERMEN: Cybermen don't receive training as it is a part of their upgraded programming.

THIS ROUND GOES TO:
SONTARANS ☐ CYBERMEN ☐

WEAPONS

SONTARANS: The Sontaran Empire prides itself on its state of the art arsenal of weapons.

CYBERMEN: The Cybermen possess inbuilt weaponry.

THIS ROUND GOES TO:
SONTARANS ☐ CYBERMEN ☐

REINFORCEMENTS

SONTARANS: Any casualties can be swiftly replaced with a new clone batch.

CYBERMEN: Cybermen need to find suitable subjects for upgrading in order to replace their troops.

THIS ROUND GOES TO:
SONTARANS ☐ CYBERMEN ☐

WEAKNESSES

SONTARANS: A Sontaran's main weakness is the probic vent at the back of his neck.

CYBERMEN: Cybermen do have some weaknesses, such as an aversion to gold, which can be hard to find in battle.

THIS ROUND GOES TO:
SONTARANS ☐ CYBERMEN ☐

ATTACK

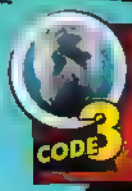
SONTARANS: Retreat is unheard of for the armies of Sontar.

CYBERMEN: Cybermen will attack only when they are convinced they will win.

THIS ROUND GOES TO:
SONTARANS ☐ CYBERMEN ☐

AND THE WINNER IS...

SONTARANS CYBERMEN



BONUS CODE

23 18 14 22 13 08 18 12 13

THE GIANT'S HEART

FROM THE JOURNAL OF JENNY FLINT

It was the summer of 1897 and all of London was celebrating the Diamond Jubilee of Her Majesty, Queen Victoria. We had only just returned to London from a short stay in Paris when at a little after five in the evening, Strax announced a visitor.

"Sir Hilary Bantlewhite, Chief Lady in Waiting to the Queen," he said as he showed our visitor, a distinguished gentleman in his fifties into the parlour at Paternoster Row. Sir Hilary looked a little out of sorts to be announced as a Lady, and Madame Vastra was quick to apologise for her butler's confusion. "I am so sorry, Sir Hilary, Strax has been with my family for a long time but his sight is poor and he often has trouble distinguishing men from women."

"I assure you I have perfect vision," snapped Strax. "Why in my clone batch I consistently outscored my brothers when it came to marksmanship and…"

"That will be all, Strax," sighed Madame Vastra. "Jenny, would you be so kind as to pour tea for Sir Hilary?"

"Yes, Ma'am," I said, slipping in a curtsey before pouring the tea and retiring to the corner of the room.

"So, how may I be of service?" asked Madame Vastra as our guest sipped his tea.

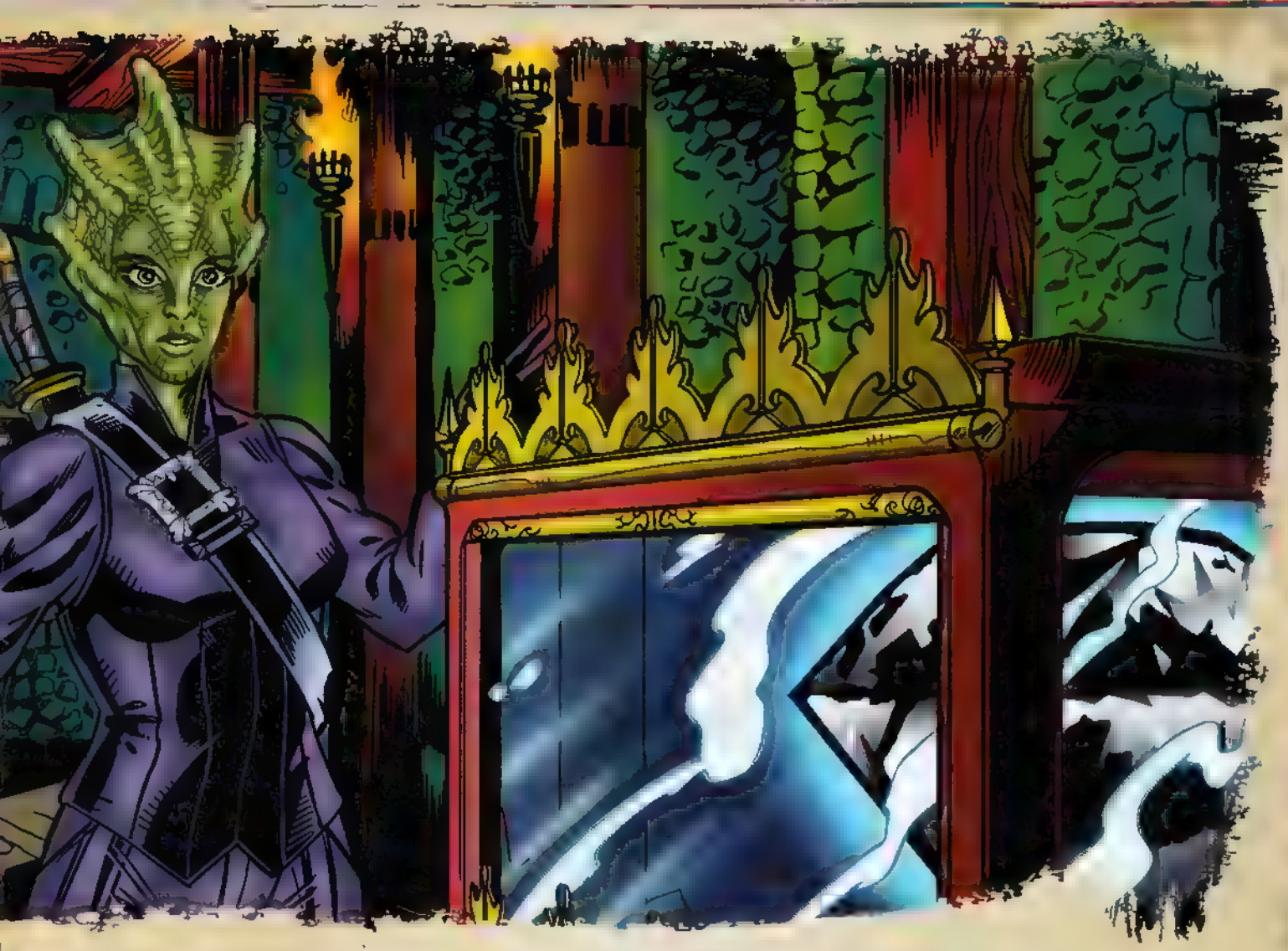
"You may have read that the explorer Count Otto Von Harnstein has recently presented Her Majesty with the world's largest diamond, the Giant's Heart, which he came across while exploring the Amazon earlier this year. The diamond is to be incorporated into the crown, but until then it is under guard at the Tower of London. I would like you to ensure its safety."

Vastra sniffed. "We are detectives, not insurance agents."

"Please, you would be doing the crown a great service. The diamond is the target of every criminal in the civilised world. Your presence would help us all rest easier at night."

"Very well," said Vastra after some thought. "We shall undertake to guard this Giant's Heart of yours. Strax, prepare the carriage."

The moon had risen, full and bright as we entered the Tower of London and were shown into the chamber that held the Giant's Heart, the world's largest diamond.
"Blimey, they weren't kidding, were they?" I whistled at the sight of it. "It's as big as Strax's head."
"I assure you that on Sontar, we have diamonds that make this look like a grain of dust," sniffed Strax, unimpressed.
"Now, you know that's untrue, Strax," said Madame Vastra. "Sontar has no diamonds whatsoever."
"If we did, they would be bigger than this," he snapped.
I found the heart-shaped stone beautiful and yet chilling. Most diamonds reflect the light but this seemed to suck the light into it. Instead of sparkling, its centre was as black as night. "I don't like it," I said. "It doesn't seem natural."
"Natural or not, it is our job to guard it."
"Well said," Strax agreed. "Shall I lay motion blaster mines across the threshold of this chamber, in case we are attacked and overwhelmed?"
"No, Strax. We are not expecting a massacre and we will not take part in one either," said Vastra.
Strax hid his disappointment by spending the next half hour juggling his motion blaster mines at ever increasing speed. We were alone in the Tower as the clock struck midnight and I thought of all the legends about this cold ancient place. The dim gas lighting did little to brighten the mood.
"Do you believe the Tower is haunted?" I asked.
"Have no fear, boy. If there are ghosts here, I will slay them all," announced Strax.
"It is not the ghosts of the dead that trouble me," said Vastra. "It is thieves in the night. There are few daring enough to attempt to steal from the Tower. There is Raffles, the gentleman thief, but nobody has heard from him in a long while. Then there is..."
"VWOOORPP! VWOOORPP!" came a familiar wailing sound and before our eyes, a strange blue box materialised in front of the Giant's Heart.
"...the Doctor!" said Vastra, as our old friend emerged from the blue box he called a TARDIS.
"Well, well, well," said the Doctor. "What brings you to the Tower of London? You've not been arrested for treason have you?"
"No. We're here to protect that," said Vastra, pointing towards the diamond in the case.
The diamond's outer edges seemed to shine the same blue as the TARDIS but the interior was darker than ever, pulsing just like a heart.
"That's a pity," sighed the Doctor, suddenly looking as old as time itself. "You see, I've come to take it away."
"Over my dead body!" exclaimed Strax. "I have sworn to protect this bauble, with my life, if needs be."
The Doctor bit his lip angrily. "I really don't have time for your nonsense, Strax. Have you noticed the light?"
"The light? What of it?" I asked.
"It's fading. Fast."



It was true. The gas lamps glimmered faintly and even the light from the TARDIS seemed dim.
"Is this one of your tricks, Doctor?" asked Strax.
"No. I don't really do tricks. I'm the Doctor, not the Magician. It's the diamond, it's not a diamond at all… but it most certainly is a heart. A heart that feeds on light. I don't know where it comes from but I know it shouldn't be here. If it remains it will devour all the light in this solar system. I have to get it away."
The Doctor made to lift the thing but it was too heavy. It had grown to half the size of a man and was twice as heavy. "Help me get it into the TARDIS," he gasped.
Together, the four of us tried to lift the thing, without success. I glanced out of the window and frowned.
"The moon. I can't see it. It's gone."
"It's still there," said the Doctor, "but its light has gone. If we don't get it into the TARDIS, we won't see the sun rise tomorrow."
"Cover your ears!" Strax commanded, hurling a round object at the diamond.
Before we could do anything there was a flash of light and the roar of an explosion.
"What have you done?" cried the Doctor in horror. "That was a living thing."
"Indeed it was, and indeed it still is," said Strax. "But now, thanks to my anti-gravity grenade, we can move it into your TARDIS, without breaking our backs."
We stared at the diamond, which was now hovering in the air, defying gravity.
"Strax! You beautiful, crazy, little genius!" laughed the Doctor, stooping to plant a kiss on Strax's head, before snatching the now weightless diamond from the air and transporting it to the TARDIS. "Right, I must be off, before the effects of that grenade wear off."
"But Doctor, where will you take it?" asked Vastra.
"The Dying Sun of Dhrush," said the Doctor. "There aren't any inhabited planets in that solar system, and enough light to feed this thing for…. well, for ages."
He disappeared inside the TARDIS, but then returned a moment later, still carrying the diamond, which had now returned to the size it had been when we first saw it. "You might want to put this in the case," said the Doctor. "I brought it back from the Mines of Horno Ciego. It's priceless and I doubt very much whether the Queen will notice any difference."
"Thank you, Doctor," said Vastra, taking the diamond. "Once again, the world is in your debt."

As the TARDIS disappeared, I breathed a sigh of relief as I noticed the moon reappear in the sky over London, and the gas lights flicker back to life.

The End

TARDIS MAIL CENTRE

Each letter and picture printed this issue wins a fantastic Doctor Who Wave 4 action figure* from our friends at Character Options.

WIN!

Christian Rivron from Winchester writes:
I love your shows so much and I watch them every Saturday night. I would love to see the Doctor and Clara at Osbourne School in Winchester. See you in time and space.
Love Christian.
P.S. Care for a jelly baby?

The Doctor answers:
Be careful what you wish for. If we came to your school it would probably mean Winchester was in terrible danger. At the moment, we are exploring the third moon of Zurgarr, so if anything happens while we're away, I'm hoping you will be able to handle things until UNIT get there. And yes, I'd love a jelly baby. Clara ate my last one.

Ebony Scotford from Ross-On-Wye sent in a great picture of the TARDIS and also wrote:
I am just writing to tell you how amazing you are! Last Christmas I controlled the TARDIS at the Doctor Who Experience. I love all the series so far and my favourite was the one on the train with the mummy.

The Doctor replies:
It's good to know you've had experience of flying the TARDIS, you never know when I might need your help. I'm glad you've enjoyed my adventures, the one on the train was one of my most uncomfortable scrapes yet. I only just managed to escape in time!

IN SEARCH OF THE ANSWERS»

BONELESS CODE
CODE 1: WE WILL RETURN
CODE 2: TO YOUR
CODE 3: DIMENSION

FIND THE RED LEECHES:
Red leeches are infesting the following pages: 11, 12, 17, 28 & 30

HOW DID YOU DO?

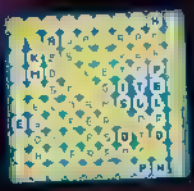
TWISTED CONUNDRUM

CYBER ATTACK: Cyber Squad Alpha

TOO MANY CLARAS: Photo D

CIRCUIT BREAKER

UPGRADE YOUR INTEL:



DOWNGRADED:

BOTTLED TROUBLE:

WHO NEWS

NEW SERIES CREATURE FEATURE!

All UNIT Forces are to be placed on high alert following sightings of this strange creature. More information is expected to arrive in the forthcoming series of Doctor Who, but by the time we see that it may well be too late. Do you have any idea what this being could be and where it came from? Is it friendly or hostile?

Henry Seeman from Wiltshire writes:
Do you think you will take the Paternoster Gang to the present? And how many light years is Peladon from Earth? You are one of my heroes and I am trying to work out how to build my own TARDIS.

The Doctor answers:
I haven't got any plans to bring the Paternoster Gang to the present, but you never can tell. Personally I think life is complicated enough in the 21st century without Strax adding to the world's problems. As for how far away Peladon is, I'm really not sure. I don't think anyone's ever measured the distance accurately. All I know is it's many light years away. Too many for me to count, anyway. Good luck with building your own TARDIS, let me know when it's finished and we'll have a race to see who can get to Peladon first.

The Doctor really wants to hear from you, so send in your letters and pictures to:

TELL THE DOCTOR
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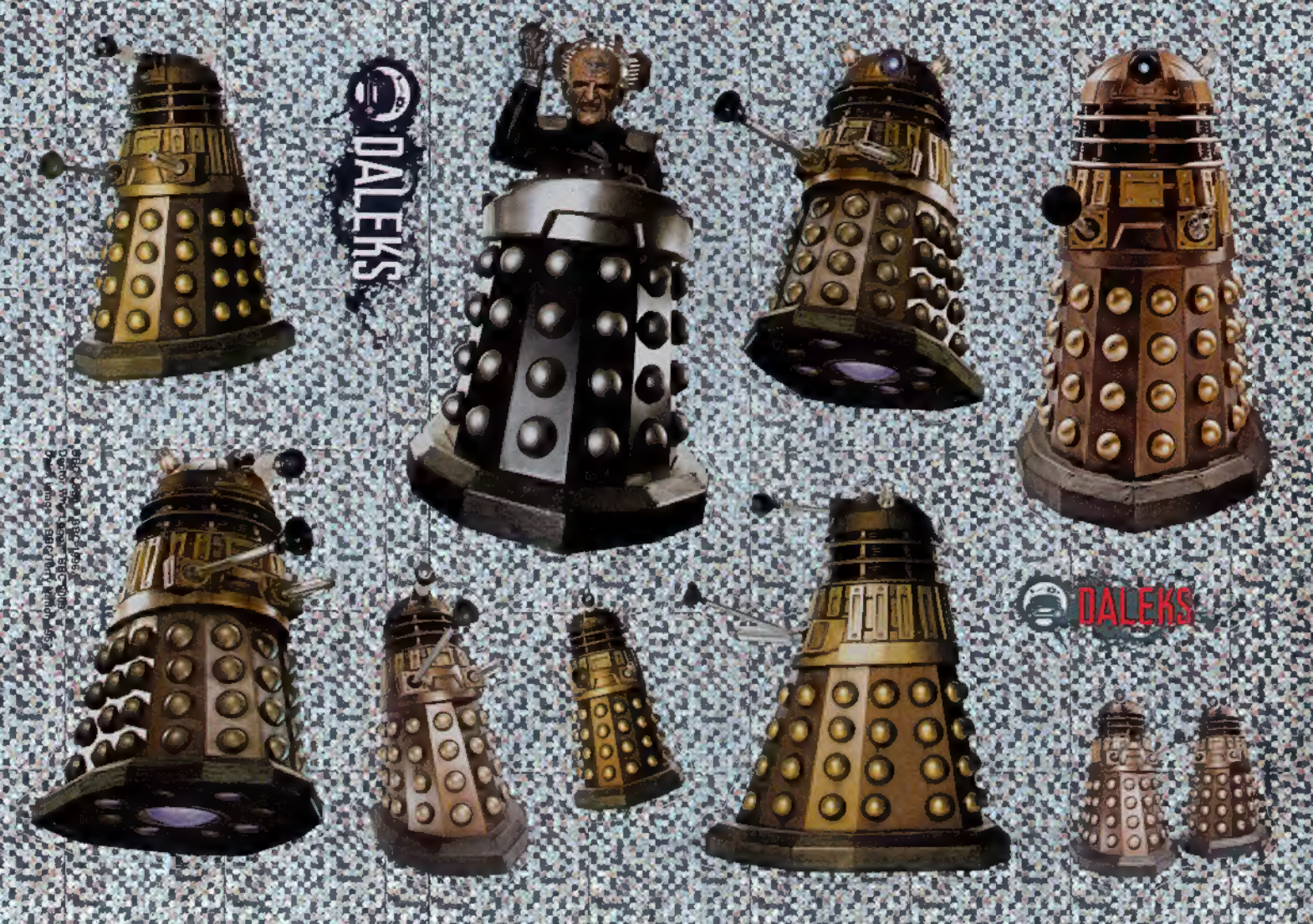

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